OPERATOR'S MANUAL
CZ-RIDER

by Leo Clark
R.J. Melvin

FOR THE APPLE II FAMILY OF PERSONAL COMPUTERS

SMART MIDI™

USER MANUAL ADENDUM
FOR COMMODORE 64/128 VERSION

STARTING THE PROGRAM

1. Turn on the computer (if a Commodore 128, put it into C-64 mode).
2. Type LOAD"CZ",8 (Return)
3. Type RUN (Return)

A message should appear to indicate that the program is loading.

INSTALL ROUTINE

With a Commodore computer, you have the option of using either a Passport, JMS or Moog interface. When the program is finished loading a message will appear showing the current default interface type:

CURRENT I/F: PASSPORT
IS THIS CORRECT? N=NO OTHER=YES

If this does not show the correct type of interface, type <N>. Any other key will start the program. If you press <N> you will see:

CURRENT I/F: PASSPORT
O.K.? Y=YES OTHER=CHANGE

Hit the space bar until the correct interface is displayed, and then make sure your Program Disk is in the disk drive and type <Y>. The new default interface type is saved on the Program Disk, and the program is started.

NOTE: COMMODORE VERSIONS DO NOT ALLOW THE USE OF A JOYSTICK. THE PROGRAM IS ALWAYS RUN WITH THE LOWEST 4 KEYS ON THE SYNTH (OR THE COMPUTER CURSOR KEYS).

TROUBLESHOOTING

If MIDI does not seem to be working, check the following:

1. The cables are connected with synth MIDI OUT to interface MIDI IN and vice versa.
2. The synth is set to MIDI Channel 1.
3. The interface type is correct. Turn off computer and restart program. Run the Installation procedure.

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SMART MIDI™

THIS IS CZ-RIDER.

CZ-RIDER is a voice editing and storage program for the Casio CZ Series Synthesizers. Editing is fast and easy from either the synthesizer, the computer keyboard or even a joystick.

This program takes the mystery out of programming digital synthesizers and replaces it with fun! You can draw envelopes right on the screen while you listen to the sound change on your synth.

When you view all of the sound parameters in one logical display its easier to understand the complex interaction involved with synthesizer programming. When you add CZ-RIDER's ability to change any parameter instantly, building voices becomes quite simple. The changes are instantly sent to the synthesizer so you can immediately hear your new sound.

CZ-RIDER is also a tremendous voice storage tool. One disk can store as many voices as 33 cartidges.

1 disk = 33 cartridges

There are other great features too. You can clone envelopes from one voice to another. You can build your own 16 Voice Sets. The convenient editing options make it a breeze to customize existing sounds or create sounds from scratch.

Now you can play any sound you imagine. Its easy to progam your own voices with CZ-RIDER. So boot it up and let's take it for a spin.

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HARDWARE SET UP

Make sure your computer is OFF. Carefully install the Interface Card into your computer. Be sure to follow the manufacturer's instructions.

Using an appropriate MIDI cables;

Connect the MIDI IN of your CZ to MIDI OUT of the Interface,

Connect the MIDI OUT of your CZ to MIDI IN of the Interface.

STARTING THE PROGRAM

Turn your synthesizer ON. Carefully insert the CZ-RIDER Program disk into your main disk drive and turn on the computer. The program will load automatically.

Be sure the CAPS LOCK key is pressed DOWN.

INSTALL ROUTINE

After a few seconds the Welcome Screen will appear. Here the computer will list the Install Routine default values. These default values help the program to address your particular system configuration. To change the default values, simply press the [I] key. You will be asked the following:

I/F PASSPORT OR ROLAND?

You can identify your interface by pressing the correct button. Press the [P] key if you have a Passport Interface, press the [R] key if you have a Roland interface.

SLOT # (1-7)?

You can identify the whereabouts of your interface by pressing the appropriate number key. If your interface is in SLOT #2, press the [2] key.

POINTER CONTROL: ⟨J⟩OYSTCK OR ⟨S⟩YNTH?

With CZ-RIDER, you can move the Pointer with either a joystick or the 4 lowest notes of your synthesizer. Press either the [J] key or the [S] key.

UPDATE DISK (Y/N)?

The default settings can be updated on the disk so the program is always ready for your particular system. Press the [Y] key to update the disk. If you change your system configuration, you will need to change the Install Routine default values once again.

ARE WE READY?

Of course we are. Press the [Y] key and let's make some new sounds.

DEFINITIONS

Pointer— The Pointer is used as a location device on the Screen.

Parameter— A Parameter is any facet of the sound which can be changed.

Voice Buffer— A Voice Edit Buffer is a storage area in the computer's memory for parameters of individual voices. There are 4 Voice Edit Buffers labelled A, B, C and D.

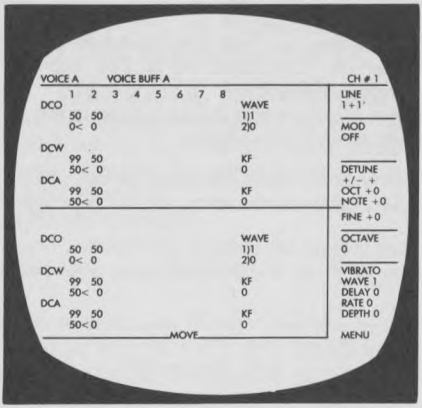
16-Voice Set— A 16-Voice Set is a storage area in the computer's memory for banks holding 16 individual Voices. There are 2 16-Voice Sets labelled 1 and 2.

File— When Buffers or Sets are saved to disk, they become Files. Information contained in a File can be retrieved to the computer's memory.

CZ Internal— Internal Memory is a storage area in the synthesizer's memory for programmable voices.

The terms synthesizer, instrument and CZ are synonymous and will be used throughout the manual. The same goes for the terms voice, sound and program.

Let's examine the Edit screen and become familiar with its layout. Then we can move the pointer around a bit and practice changing parameter settings. Here is the Edit Screen:



The top line of the Edit Screen will tell you which Voice Edit Buffer is currently being displayed. This is called the current Buffer. The name of the current Buffer is also displayed on the top line.

All Voice parameters are then listed. The parameter display is divided into three distinct sections. Sound generation settings for line 1 and line 2 are on the left side of the display. The information in the right hand column is all of the universal voice parameter data.

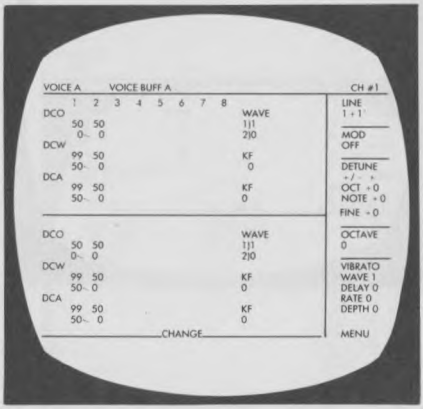
Look at the envelope generator data for line 1 on your screen. The DCO, DCW and DCA values are displayed with the rate values first. Below the rates are the level values. There is room on your screen for rate and level data for all 8 steps of the unique Casio envelope. To the right of the envelope data, the waveform and key follow values are shown.

Beneath the line 1 display is an identical display for sound generator line 2.

On the right hand side of your screen, you can see the parameters for modulation, detuning vibrato and the like. We can change any single parameter by positioning the pointer on that value and selecting to change that particular number.

MAKING A SELECTION

Position the pointer on the rate value of Step 1 in the Line 1 DCO. We can now change that value by selecting that parameter for change. Press the [Return] key on your computer. At the bottom of the screen, the word "MOVE" is now "CHANGE".



Use the UP Arrow and DOWN Arrow keys to raise or lower the value of that step. You can change values with the I and M Keys. The C# and D key on the synth or UP and DOWN movement on the Joystick may also be used.

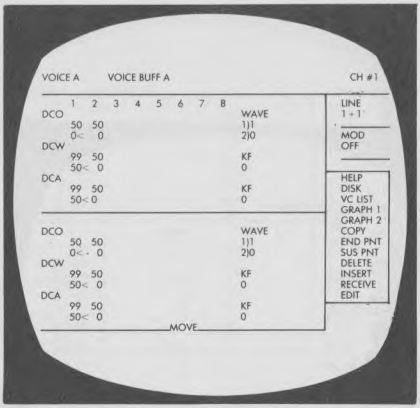
Set the rate value to 75 and press the [Return] key again. Now you can move the pointer about freely.

You can make selections in a number of different ways. The [Return] key, the Open Apple key, the "O" button on your joystick are all equal in function. You can even use your pitchbend wheel on the Synthesizer. Just bend UP and you've got it.

Moving the Pointer about the screen and selecting values are the two operations you will use most in CZ-RIDER.

SELECTING THE MENUS

Moving the pointer to the word "Menu" at the lower left hand corner of your screen. The Edit Menu will pop up. It will look like this.



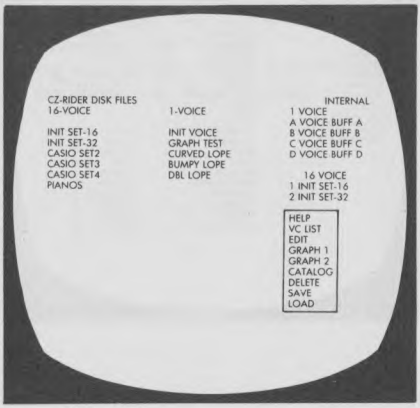
From this menu, you can perform editing operations, select other menus or ask for help. Each Menu in the program will have on-screen HELP as the top item in its menu. Simply move the pointer to the word HELP and select it. Once you finish reading the Help information, press any key to return to the program.

CHOOSING SCREENS

Below the Help item in your Menu, the other Screens are listed. You can switch between screens from any Menu by positioning the pointer on a Screen Name and selecting that Screen.

EDIT— The Edit Screen lists all voice parameters for the voice in the current buffer.

VC LIST— The Voice List Screen displays the individual voices currently in the 4 Voice Edit Buffers and lists all the voices in the banks of voices currently in the 16 Voice Sets.



DISK— The Disk Screen lists all Files found on the disk currently in the disk drive. Both individual Voice Files and 16-Voice Files are displayed. You can also view the contents of the Voice Edit Buffers and 16-Voice Sets.

GRAPH 1— GRAPH 1 is a full color display of the envelopes found in sound generation line 1 of the current Voice Edit Buffer.

GRAPH 2— GRAPH 2 is a full color display of the envelopes found in sound generation line 2 of the current Voice Edit Buffer.

Take some time and get familiar with moving around the Edit Screen. Then switch from Screen to Screen using different pointer movement options. After you are confident with moving the pointer and selecting different items we will discuss the other functions found in each Menu.

You only need to learn two operations to use CZ-RIDER. You will learn how to move the Pointer and how to make selections. First let's learn Pointer Movement.

POINTER MOVEMENT

There are four ways to move the Pointer in CZ-RIDER. You can use the cursor movement keys or the I, J, K and M keys on the computer keyboard. You can also use the 4 lowest keys on your synthesizer or a joystick attatched to your computer.

The Pointer is now resting on the Buffer designator in the upper left corner of your screen. Move the pointer down to the DCW rate value with the Down Arrow. Then move it back to the buffer name with the UP Arrow. Try moving right and left with the Arrows.

Now try moving the cursor around with the I, J, K and M keys. Be sure the CAPS LOCK key is pressed down. The I key moves the Pointer up, the M key moves it down. J and K are left and right, respectively.

If you selected the SYNTH for Pointer Control in the Install Routine, you can move the Pointer by using the 4 lowest keys on your synthesizer keyboard. C = left movement, C# = up. D = down and D# = right.

If the joystick is controlling your pointer, wiggle it around a bit. You can move the Pointer to any position on the screen with these controls.

Let's perform each of the operations possible with CZ-Rider. We'll start with moving 16-Voice Banks. Then we'll discuss moving single voices around. Finally we'll plunge into the greatest thrill of using CZ-Rider, creating our own programs.

GETTING A 16 VOICE BANK FROM THE SYNTH

If you have some of your own voices in the Internal Memory of your CZ, let's move them into the computer 16-Voice Set right away.

Select the Voice List Screen. Now move the pointer to the GET 16 item in the Voice List Menu. Select GET 16. The name of one of the 16-Voice Sets will be highlighted and the computer will ask "Select To"?

We will remove all 16 voices currently in your CZ Internal Memory and put them into one of the 16-Voice Sets. Position the Pointer on a Set Name. The transfer will occur as soon as you "select".

The 16 Voices from the synthesizer's internal Memory are now in your selected 16-Voice Set. But the names haven't changed. Unfortunately, the CZ doesn't allow internal voices to have names. We however can certainly name the voices whatever we wish with CZ-Rider's Edit Screen.

We need to move each voice into a Voice Edit Buffer then switch to the Edit Screen. In the Edit Screen, we can position the pointer on the first character of the Voice Name and type in the new name.

Once the new name is entered, return to the Voice List and move the named voice from its Buffer to an appropriate spot in any Set.

An alternate way of receiving individual voices from the synth can be accomplished in the Edit Menu. Switch to the Edit Screen. When you select the GET VC option, the voice you hear on the synthesizer will transfer to the Edit Screen. Once again, you can name the voice and place it in any position in a 16-Voice Set with the Move Command in the Voice List Menu.

TRANSFER VOICES FROM THE COMPUTER TO THE CZ

You can transfer voices from the Computer memory to the CZ internal Memory individually or in batches of 16.

16 VOICE TRANSFER

To Transfer 16 Voices to the synth at once, select the SEND 16 Command in the Voice List Menu. The name of one Voice Set will be highlighted and the computer will prompt SELECT FROM. Move the pointer to the name of the Voice Set you wish to transfer. When you select that Voice Set, the Transfer will begin. It only takes a few seconds.

Now the voices from that 16-Voice Set can be heard by pressing the corresponding internal voice number button on the Casio.

SINGLE VOICE TRANSFER

Single Voices are transferred to the synthesizer any time a voice is moved to a Voice Edit Buffer with the Move Command. That buffer becomes the new current buffer and the voice can be immediately heard on the synthesizer. This also is true when single Voice Files are loaded from disk to a Voice Buffer.

NOTE—

Voices in the current Voice Edit Buffer are not necessarily in the internal memory of the synthesizer. They are only in a temporary edit buffer. If you wish to add that Voice to the Internal Memory Bank, follow the steps for a Write Operation as explained in your synthesizer's owner's manual.

MOVING A VOICE WITHIN THE COMPUTER

There are two places in the computer's memory where a voice may reside. It may be in a Voice Edit Buffer or in a Voice Set. At some point you would certainly like to move it around. You can do it with the MOVE command in the Voice List Menu.

Switch to the Voice List Screen. Now select the Move Command. You can see that a Voice in the first Voice Set is highlighted. The Computer will prompt SELECT FROM. Move the pointer to the Voice you would like to move. When you select a voice, the pointer instantly appears in one of the Voice Buffers. The computer now asks SELECT TO. You can transfer that Voice to any one of the 4 Voice Buffers or to any position in either of the Voice Sets.

You can also move voices from buffer to buffer, from set to set or from one spot in a Set to a different spot in a set. You'll find that the Move Command in the Voice List Menu is a great way to tailor your own unique 16 Voice Banks.

DISK OPERATIONS

The Load Command in the Disk Menu is used to move Voices from Files on the Disk to memory locations in the Computer. Of course 16 Voice Files will be loaded into Voice Sets and single Voice Files will be loaded into Voice Buffers.

Switch to the Disk Screen and select the Load Command. The Computer will prompt SELECT FROM. You can choose to load any file. When you select a single voice File, the pointer will automatically move to a Voice Buffer. The prompt is now SELECT TO. Select the Buffer you would like and the new sound can instantly be heard on the synthesizer.

You can also select a 16 Voice File and load it into either Voice Set. Escape will cancel the Load Function at any time.

SEARCHING FOR FILES

Once you have collected a number of Files, they may not all fit on the screen at once. You can scroll down the list of Files by moving the pointer down. To return to the top of the list, hop to the other File list and hop back again.

DELETING A FILE

Any File in either List may be deleted. This is good for general disk housekeeping. Select the Delete Command. The computer will prompt SELECT FROM. Now you can position the Pointer over to file to be eliminated. When you select that File, it will be lost forever.

**********ESCAPE**********

If you had inadvertantly selected the Delete Command, you can cancel that function by any of the Escape Devices; [Esc] key on your computer, the CLOSE APPLE key, the second Joystick button ("1") or the Pitch Bend Down on your synthesizer.

****

Please be sure to back up your sounds in several files on a disk. Then back up your disks. You never know when a mental lapse will send your sounds into limbo. Its usually 10 minutes before a gig. We hate to see you cry.

CATALOG

Each time you select the Disk Screen, the computer will Catalog the present disk to get an accurate reading of all available Files. If you insert another disk while still in the Disk Menu, the computer has no way of knowing the new disk's contents. You can select the Catalog Command and the computer will scan the disk to give you an update.

If you don't Catalog a new disk you are likely to receive a "FILE NOT FOUND" error on the screen.

SAVING VOICES FROM COMPUTER TO DISK

When you select the Save Command in the Disk Operations Menu, you can store the contents of any Voice Edit Buffer to a Single Voice File. You may also choose to Save one of the 16-Voice Sets to a 16 Voice File.

Select the Save Command. The computer will prompt SELECT FROM. Position the pointer over a Voice Edit Buffer or 16 Voice Set and select. The Name of your choice will appear at the bottom of the screen. You will notice that the first letter of the name is highlighted. This is your prompt to either change the name or save it under the original name.

If you elect to change the name, type in the File name you wish to use and press the [Return] key. The File will be stored under the new name.

If you choose to leave the name as is, simply move the pointer to the right over the current name. After you pass over the name, the Save process will begin. Your File retains the original name.

Selecting at any time truncates the rest of the name and attempts to Save the file.

File names are a maximum of 12 characters. The File name must begin with a letter. Numbers spaces and symbols may be used but cannot be the first character in a File name.

ERROR MESSAGES

There are some common error messages you may encounter in the Disk Operations Menu.

FILE NOT FOUND—Disk drive malfunction or a new disk was inserted and not catalogged. Try the Command again and then check your disk drive.

FILE ERROR— Disk drive malfunction, No disk in drive, Full disk, Incorrectly formatted disk.

EDITING VOICES FROM THE EDIT SCREEN

As you know you can change all parameters on the Edit Screen through pointer movement and parameter selection. You may wish to change a particular envelope by adding or deleting steps. This is again easily accomplished by commands in the Edit Menu.

GET VC

Whatever Voice is playing on the synthesizer can be loaded into the current Voice Edit Buffer with the Get VC Command. Select Get VC to transfer preset or cartridge voices into the computer buffers.

If parameters are edited using the buttons on the synth, Get VC must be used to Update the computer.

INSERT

To insert a step, select the Insert Command from the Edit Menu. The Menu will stay on the screen and the pointer has jumped to Rate 1 of the first DCO. Position the pointer where you would like a step inserted. It may be in any envelope. When you select a step, a new rate and level combination is inserted automatically.

Of course, trying to insert a step into an 8 step envelope will have no effect.

DELETE

To Delete a step, select the Delete Command. Again the Menu stays up while you choose which step to Delete. When you select, the chosen step is gone.

SUSTAIN POINT

Select the SUS PNT Command in the Edit Menu. You can now assign one step in any envelope to be the Sustain Point. Position the pointer over a step and select that step. You may have only one Sustain Point per envelope.

END POINT

You can choose the last step of any envelope by selecting the End Point Command.

The level of the last step will always be shown as zero. Each envelope in the synthesizer must return to zero. However the level of the last step is retained as a hidden value. When a later step becomes the End step, the original level is restored.

This is a convenient way to examine individual steps of an envelope without losing all of your settings.

COPY

The Copy Command is used to transfer envelope settings from one envelope generator to another. Envelope settings can be transferred from Voice to Voice or within a single Voice.

Position the pointer on the Copy Command. When you select the Copy Command, the Menu stays on the screen and the pointer moves to the Buffer designator. The computer will prompt SELECT FROM. You can cycle through the Buffers with Select. Once you find the desired Buffer, move the pointer to the envelope you wish to Copy. Select the appropriate envelope.

Now the screen prompt changes to SELECT TO. Select another envelope as before. When a destination envelope is selected, the Copy will take place and the resulting new voice will be sent to the synthesizer.

NOTE—

Copying DCO to DCO, DCW to DCW and DCA to DCA will give you the best results. Other combinations will result in some unusual displays. To fix absurd parameter displays, use standard change procedures. This will bring the parameters within their legal range.

GRAPHICS SCREEN

All three envelopes of a sound generator line are displayed in full color on the Graphics Screens. This is a fantastic opportunity to visualize your sound. But more importantly, you can edit your voice by actually drawing envelopes with the Pointer.

The time on screen for all three graphs (horizontal axis) is shown on the right side of the screen. Below the time is the step that the pointer is on and the total number of steps in the envelope.

The rate and level values of that step are conveniently displayed. The bottom right corner of the screen shows which Graph is currently displayed as well as the Pointer Mode.

In the Graph Screens, the Pointer will be in one of two Modes, Move or Change. When the Pointer is in the Move Mode, you can move left and right by step or up and down by envelope. To get to the Menu, you must move to the last step of the DCA envelope and move Down.

In the Change Mode, you can alter both the rate and level of the current step. Moving the Pointer Up and Down will change the level. A right and left movement will change the rate.

TIME COMMAND

The Time Command is found in the Graph Menus. Here the time-on-screen may be set from 1/32 of a second to a full 64 seconds. The most extreme rates can be accurately displayed. By making a selection, you return to the Graph with the pointer now in the Move Mode.

INSERTING STEPS

When you are Changing rates and levels in the Graphics screen, you have the ability to easily insert a new step. By using the Escape devices in the Pointer Change Mode, an identical step is inserted after the current step. The Pointer is on the new step which now can be changed. Create complex envelopes from simple ones.

Start with a simple envelope, insert a step and draw to a new point. Continue inserting and drawing new envelope segments and experience radically new sounds.

UNDERSTANDING THE GRAPH

The Graph will always display a note which is held for 80% of the total Time on screen. If a note has reached its sustain level, the display will hold at that level until the 80% line is reached.

If the envelope has not reached its sustain value, some steps may not be visible on the screen at the present time value. Anytime a note is released before it reaches the sustain point, the level will immediately go towards zero.

If this is the case, several steps are displayed at the 80% line. If you wish a more accurate picture of the envelope, use the Time Command to change the time-on-screen.

CZ RIDER

by R. J. Melvin

Edit Screen	Displays all parameters for voice construction.
Graph 1 Screen	All three envelopes of sound generation line 1.
Graph 2 Screen	All three envelopes of sound generation line 2.
Voice List Screen	Lists the voices in the 2 Sets and 4 Buffers.
Disk Operations Screen	Lists the files of the present Data Disk.

EDIT MENU

Help	On-screen instructions for using the Edit Screen.
Disk	Select the Disk Operations Screen.
VC List	Select the Voice List Screen.
Graph 1	Select the Graphic Display for sound generation line 1.
Graph 2	Select the Graphic display for sound generation line 2.
Copy	Duplicate any envelope to an envelope in any of the 4 buffers.
END PNT	Designate the envelope End Point.
SUS PNT	Designate the envelope Sustain Point.
Delete	Eliminate a selected step.
Insert	Insert an additional step at a selected point.
Receive	Writes current synthesizer voice into Buffer A.
Edit	Selects the Edit Screen.

GRAPH MENU

Help	On-screen instruction for using the Graphic Displays.
Disk	Select Disk Operation Screen.
VC List	Select Voice List Screen.
Edit	Select Edit Screen.
Graph 1	Select the Graphic Display for sound generation line 1.
Graph 2	Select the graphic display for sound generation line 2.
Time	Alter the time-on-screen of the graphic displays.
Move	Use Joystick to select envelope steps.
Change	Use Joystick to alter envelope step's rate's and level.
Insert	Use Joystick "0" button to insert step at selected point.

VOICE LIST MENU

Help	On-screen instruction for using the Voice List Screen.
Disk	Select the Disk Operations Screen.
Edit	Select the Edit Screen.
Graph 1	Select the graphic display for sound generation line 1.
Graph 2	Select the graphic display for sound generation line 2.
Get 16	Writes current synthesizer bank into selected Set.
Send 16	Writes selected Set into current synthesizer bank.
Move	Transports Voices among Buffers and Voice Sets.

DISK OPERATIONS MENU

Help	On-screen instruction for using the Disk Operations Screen.
VC List	Select the Voice List Screen.
Edit	Select the Edit Screen.
Graph 1	Select the graphic display of sound generation line 1.
Graph 2	Select the graphic display of sound generation line 2.
Catalog	List Voice and Voice Set Files of newly inserted Data Disk.
Delete	Eliminate selected Files.
Save	Store selected Buffer or Set to Disk.
Load	Recall File from Disk to selected Buffer or Set.

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This Agreement and the warranty registration card contain the entire understanding of the parties hereto and supersede all other agreements, understandings, representations and warranties, verbal or written. This Agreement may not be modified or any of its provisions waived except by a writing duly executed by the party sought to be charged therewith. Any waiver of a provision or breach shall not consitute a waiver or such provision or breach as to a future circumstance. The provisions of this Agreement are severable, and if any one or more are determined to be illegal or otherwise unenforceable in whole or in part, under the laws of any jurisdiction, the remaining provisions or portions thereof and this Agreement shall, nevertheless, be binding and enforceable to the fullest extend permitted by law. This Agreement shall be governed by and construed in accordance with the laws of the State of New York.

CHERRY LANE TECHNOLOGIES LIMITED WARRANTY AND UPDATE POLICY

Cherry Lane warrants the magnetic diskettes on which Cherry Lane Software is recorded, and the accompanying material, but not the Software itself, to be free from defects in materials or workmanship, in normal use, for a period of six (6) months from the date of purchase from an authorized Cherry Lane dealer or distributor. This warranty shall not apply in the event of damage by any exterior cause, neglect, misuse or abuse, or service performed by other than Cherry Lane or its authorized service representatives.

If during this period, such a warranted against defect in the diskette or accompanying material should appear, the damaged item may be returned to Cherry Lane for replacement:

A. **If Ordering Within Thirty Days of Purchase.**

If a diskette is reported defective within thirty days of purchase, a replacement diskette will be provided free of charge. The Replacement Order Form must be totally filled out and accompanied by the defective diskette and a copy of the dated sales receipt. In addition, the Limited Warranty Registration must be filled out and sent in.

B. **If Ordering After Thirty Days of Purchase but Within Six Months.**

If a diskette is reported defective after thirty days but within six months of purchase and the Warranty Registration Card has been properly filed, a replacement diskette will be provided to you for a nominal fee of $5.00 (send check or money order only). This form must be totally filled out and accompanied by the defective diskette, a copy

of the dated sales receipt, and a $5.00 check or money order made payable to Cherry Lane Music Co., Inc.

Provided you have signed and returned the Warranty Registration Card, Cherry Lane will notify you of any subsequent updates, changes or new products and the price and location of where they may be obtained. All diskettes containing updates provided to you shall carry the same warranty as described on this page and such updates will be covered by the enclosed Software License Agreement.

THE SOFTWARE PROGRAMS ("SOFTWARE") IN THIS PACKAGE, INCLUDING ITS DOCUMENTATION, ARE FURNISHED ON AN "AS IS" BASIS WITHOUT WARRANTY OF ANY KIND WHATSOEVER.

THE ABOVE WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES ON THE DISKETTE(S) AND THE SOFTWARE, EXPRESS, IMPLIED AND STATUTORY, INCLUDING WITHOUT LIMIT, THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

TO THE EXTENT PERMITTED BY LAW, CHERRY LANE SHALL BE UNDER NO LIABILITY TO YOU FOR ANY DAMAGES WHATSOEVER, WITHOUT LIMIT, INCUDING DIRECT, INDIRECT, SPECIAL AND CONSEQUENTIAL DAMAGES LOSS OF PROFITS OR OTHER BENEFITS ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THE DISKETTE(S) OR THE SOFTWARE, INCLUDING ITS DOCUMENTATION.

If you have questions on the function or operation of your software product please refer to your operation manual first or **SEE YOUR LOCAL DEALER.**

In the event you require more information, direct your questions to:

Customer Service
Cherry Lane Technologies
P.O. Box 430
Port Chester, NY 10573-0430
or call 914-937-8601

Note: When writing or calling us for information please refer to your warranty card registration number.

IMPORTANT

IF WE DO NOT HAVE YOUR WARRANTY REGISTRATION ON FILE WE WILL BE UNABLE TO ANSWER YOUR QUESTIONS.

REPLACEMENT ORDER FORM

Please use this form when ordering a replacement for a defective diskette.

A. If Ordering Within Thirty Days Of Purchase;
If a diskette is reported to be defective within thirty days of purchase, a replacement diskette will be provided free of charge. This form must be completely filled out and accompanied by the defective diskette and a copy of the dated sales receipt. In addition, the Limited Warranty Registration must be filled out and sent in.

B. If Ordering After Thirty Days of Purchase But Within Six Months;
If a Diskette is reported defective after thirty days but within Six Months of purchase and the Warranty Registration Card has been properly filed, a replacement diskette will be provided to you for a nominal fee of $5.00 (send check or money order only). This form must be completely filled out and accompanied by the defective diskette, a copy of the dated sales receipt, and a $5.00 check or money order made payable to **CHERRY LANE MUSIC CO., INC..**

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE NUMBER ( ) _____

PRODUCT NAME _____ S/N: _____

WHERE PURCHASED: _____

PURCHASE DATE: _____ PURCHASE PRICE _____

COMPUTER BRAND _____ MODEL _____

MIDI INTERFACE BRAND _____ MODEL _____